AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for rendering a font ~~fonts~~, the system comprising:

a first memory having stored therein a data structure, the data structure including at least one font array; and

a graphics controller coupled to the first memory, the graphics controller accessing a font array included in the data structure, the graphics controller comprising a first register for holding glyph information for a character in the font, a second register that specifies an address for the font array for the font, and a third register that contains an index to the character in the font array, wherein width and height information for the character is located in the font array using the address and the index and loaded from the first memory into the first register ~~second memory dedicated to holding information read from the font array~~.

2. (Previously Presented) The system of claim 1 wherein the first memory comprises a frame buffer.

3. (Previously Presented) The system of claim 1 wherein the first memory comprises a system memory.

4. (Original) The system of claim 1 in which said at least one font array includes a plurality of characters.

5. (Original) The system of claim 4 in which each of the characters comprises one bit per pixel.

6. (Previously Presented) The system of claim 4 in which each of the characters comprises a plurality of bits per pixel.

7. (Original) The system of claim 1 in which said at least one font array comprises a plurality of font arrays.

8. (Original) The system of claim 7 in which each of the plurality of font arrays includes a plurality of characters.

9. (Original) The system of claim 8 wherein characters within different font arrays can be different sizes.

10. (Original) The system of claim 9 in which each of the characters comprises a bit per pixel.

11. (Original) The system of claim 9 in which each of the characters comprises a plurality of bits per pixel.

12. (Original) The system of claim 9 in which each of the characters includes size height information.

13. (Original) The system of claim 9 in which each of the characters includes size width information.

14-15. (Canceled).

16. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~set of registers includes~~ a font pitch register.

17. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~set of registers includes~~ an index register.

18. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~includes~~ a horizontal information register.

19. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~includes~~ a vertical information register.

20. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~includes~~ a linear information register.

21-23. (Canceled).

24. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~set of registers includes~~ a size width register.

25. (Currently Amended) The system of claim 1 [[14]] in which the graphics controller further comprises ~~set of registers includes~~ a size height register.

26. (Currently Amended) A method for rendering a font ~~fonts~~, the method comprising:

accessing a data structure located in a first memory, the data structure including at least one font array;

reading information for a character in the font from a font array included in the data structure, wherein the font array for the font is identified using an address specified in a first register of a graphics controller and wherein the character is located in the font array using an index contained in a second register of the graphics controller, and wherein further the information includes width and height information for the character; and

placing the information read from the font array in a third register ~~second memory~~ resident on the ~~a~~ graphics controller, wherein the third register also holds glyph information for the character.

27. (Previously Presented) The method of claim 26 wherein the first memory comprises a frame buffer.

28. (Previously Presented) The method of claim 26 wherein the first memory comprises a system memory.

29. (Original) The method of claim 26 in which said at least one font array includes a plurality of characters.

30. (Original) The method of claim 29 in which each of the characters comprises one bit per pixel.

31. (Original) The method of claim 29 in which each of the characters comprises a plurality of bits per pixel.

32. (Original) The method of claim 26 in which said at least one font array comprises a plurality of font arrays.

33. (Original) The method of claim 32 in which each of the plurality of font arrays includes a plurality of characters.

34. (Original) The method of claim 33 wherein characters within different font arrays can be different sizes.

35. (Original) The method of claim 34 in which each of the characters comprises one bit per pixel.

36. (Original) The method of claim 34 in which each of the characters comprises a plurality of bits per pixel.

37-38. (Canceled).

39. (Currently Amended) The method of claim 26 ~~37~~ in which the graphics controller further comprises ~~set of registers includes~~ a font pitch register.

40. (Canceled).

41. (Currently Amended) The method of claim ~~37~~ 26 in which the graphics controller further comprises ~~includes~~ a horizontal information register.

42. (Currently Amended) The method of claim ~~37~~ 26 in which the graphics controller further comprises ~~includes~~ a vertical information register.

43. (Currently Amended) The method of claim ~~37~~ 26 in which the graphics controller further comprises ~~includes~~ a linear information register.

44-45. (Canceled).

46. (Currently Amended) The method of claim ~~37~~ 26 in which the graphics controller further comprises ~~set of registers includes~~ a size width register.

47. (Currently Amended) The method of claim ~~37~~ 26 in which the graphics controller further comprises ~~set of registers includes~~ a size height register.

48. (Currently Amended) A system for rendering characters, said system comprising:

a memory having stored therein a data structure, said data structure comprising glyph information for each of a plurality of characters, said data structure also comprising size width information and size height information for each of said characters; and

a graphics controller coupled to said memory;

wherein ~~glyph information for a character to be rendered,~~ said size width information and said size height information for a character to be rendered are read

~~to registers that reside on said graphics controller~~ from said data structure to a register that resides on said graphics controller, wherein said register also contains glyph information for said character, said graphics controller using said glyph information to render said character ~~in a frame buffer~~ according to said size width and size height information.

49. (Original) The system of Claim 48 wherein said memory comprises a portion of said frame buffer.

50. (Original) The system of Claim 48 wherein said memory comprises a plurality of data structures, each of said data structures corresponding to a particular character font.

51. (Original) The system of Claim 48 wherein each of said characters in said data structure is identified by an index.

52. (Original) The system of Claim 51 wherein said graphics controller receives a value for said index.

53. (Original) The system of Claim 48 wherein said graphics controller receives a value that points to said data structure.

54. (Original) The system of Claim 48 wherein said graphics controller receives values for the horizontal and vertical locations in said frame buffer for rendering said character.